

## REDUCING THE RESOLUTION OF BONES IN A THREE-DIMENSIONAL MODEL

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## ABSTRACT

Modifying a three-dimensional model includes constructing a bones infrastructure for a polygon mesh, removing edges of polygons in the polygon mesh to reduce a resolution of the polygon mesh, receiving an instruction to reduce a number of bones in the bones infrastructure, reducing the number of bones in the bones infrastructure in response to the instruction, and associate the polygon mesh with the bones infrastructure having a reduced number of bones.

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